

EAA In-House Basketball Rules Grades 4-6 2012

1. League Organization

3/4th Grade Girls
5th / 6th Grade Girls

3/4th Grade Boys
5th /6th Grade Boys

2. League Makeup:

All teams will have at least one practice time per week. The last two weeks of the season will be coach-assisted scrimmages during the week, without officials. Coaches should agree on the amount of time to be used for practice and scrimmage. Coaches will referee the scrimmage (***no scores are kept for scrimmages***). All teams will also play an officiated game on each Saturday, using scoreboards operated by parent volunteers.

3. Court Configuration and Basket Height:

Play full-court and use 10-foot baskets.

4. Basketball Size:

All leagues will use an official women's league size basketball 28.5oz

Game and Scrimmage Rules:

5. Time Per Game:

- Four- ten (10) minute quarters with one (1) minute break between quarters and three (3) minute break between halves, where time allows. Subs will be allowed at the "mid-quarter" (about 5 minutes) **Clock will stop on substitution only**. running time during play.
- The clock will be stopped on any whistle, that involves:
 - Team time outs
 - Official time outs
 - Injury
 - Referees reserve the right to adjust to a running clock if game appears it will run over the hour.

Please note: each game will conclude on the hour. No exceptions. If game has not been completed it must end regardless of score or quarter on the hour.

6. **Number of Players on the Court** - All games will be 5 on 5.

7. **Minimum Players/Forfeits**

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A team will forfeit the game if they fail to have at least 5 players present when the game starts. No team will be allowed to play 4 on 5. In the event of a forfeit, the coaches may use the remaining time to scrimmage. A minimum of 4 on 4 is required to scrimmage.

8. Individual Playing Time

The following applies to all age groups:

- Individual playing time will be by half quarters or full quarters.
- Each team member must play a minimum of two (2) FULL QUARTERS, **unless the player fouls out of the game.**
- Equal playing time for all players – including during the tournament,
- No participant will play four (4) full quarters until all team members have played three full quarters.

9. Substitutions:

Players may enter at the half-quarter or the start of a quarter. This should be discussed with opposing coach and game ref prior to game. In the event of injury, substitution can be made immediately.

10. Starting Game:

All start of games will begin with a jump ball - **no later than 10 minutes past the hour.**

11. Tie Ups:

In all leagues, a tie up of the ball (defense and offense share control) will result in the ball being awarded out of bounds alternately between the two teams. The alternating possession will also be used to determine offensive team to start the second, third and fourth periods.

12. Stealing and Pressing:

- **Pressing will be allowed in all grades with the following exceptions:**
 - **No pressing for the first two games;**
 - **After the 2nd game, pressing is allowed in the second half of the game only.**
 - **Pressing is not allowed if the point margin is > 10 pts.**
- **Stealing off the dribble is allowed at all age levels**

13. Defenses:

- Person-to-person defense shall be used in all leagues.
- Double teaming in not allowed.
- ***Zone defenses will not be allowed in any league.***
- ***Pressing defense also must be person-to-person only – no traps***
- Switching by a defensive player to another offensive player is allowed in all leagues.

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- When “no press” is in effect, the team on defense must retreat to their opponent’s half of the court following a change of possession. Except in fast-break situations, the offensive player bringing the ball down court must be allowed to freely bring the ball into the offensive half of the court BEFORE being guarded. ***The defensive player is not allowed to pick up right at the center court line.*** Initially, the defensive player guarding the ball should engage the offensive player a step or two above the top of the free-throw circle extended. Our hope is to minimize the number of unproductive “long” passes from half court and create more opportunities for teams to run their offense. Coaches must ensure that their players understand and comply with this rule in all games.

14. Time Limit on Dribble:

- Unless a player is advancing the ball, once a player crosses mid-court and is defended by opposing player, they may dribble for no more than five (5) seconds without passing, shooting or stopping to make a pass. Violation of this rule will result in the ball being awarded to the opposing team. (Loose interpretation – must encourage passing.)
- **When “no press” is in effect, the offensive team has 15 seconds to get the ball across half court.**

15. Team Time Outs:

Two (2) 1-minute time outs per team - per game are allowed.

16. Tournament Only - Overtime:

If at the end of regulation game time the score is tied, an overtime period of three (3) minutes may be played. If the game remains tied after the overtime period, a second overtime shall be held, with the first team to score a point being declared the winner. Each team will have one (1) 30 second time out in the first overtime period. **All games must conclude at the end of the one hour time slot scheduled for the game.**

17. Scorekeeper/Timekeeper

The home team (listed first on the schedule) will be responsible for furnishing the official scorekeeper/timekeeper must be a team parent a parent. **First team listed as the home team will wear white jersey.**

18. Officials:

Officials will be provided by EAA for all games and tournaments.

19. Fouls:

- **Fouls will be kept by the scorer. Players foul out after 5 fouls.**
- **NO BONUS after 7 team fouls. The ball will be awarded out of bounds.**

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20. Three Second Rule

- The three (3) Second Rule will be called at all age levels. Players will be given a LIBERAL 3 seconds before they are required to vacate the lane. Officials will be instructed to call this rule loosely and only if a player continuously violates this rule and this violation gives his team an obvious advantage on offense.